

FIG. 1

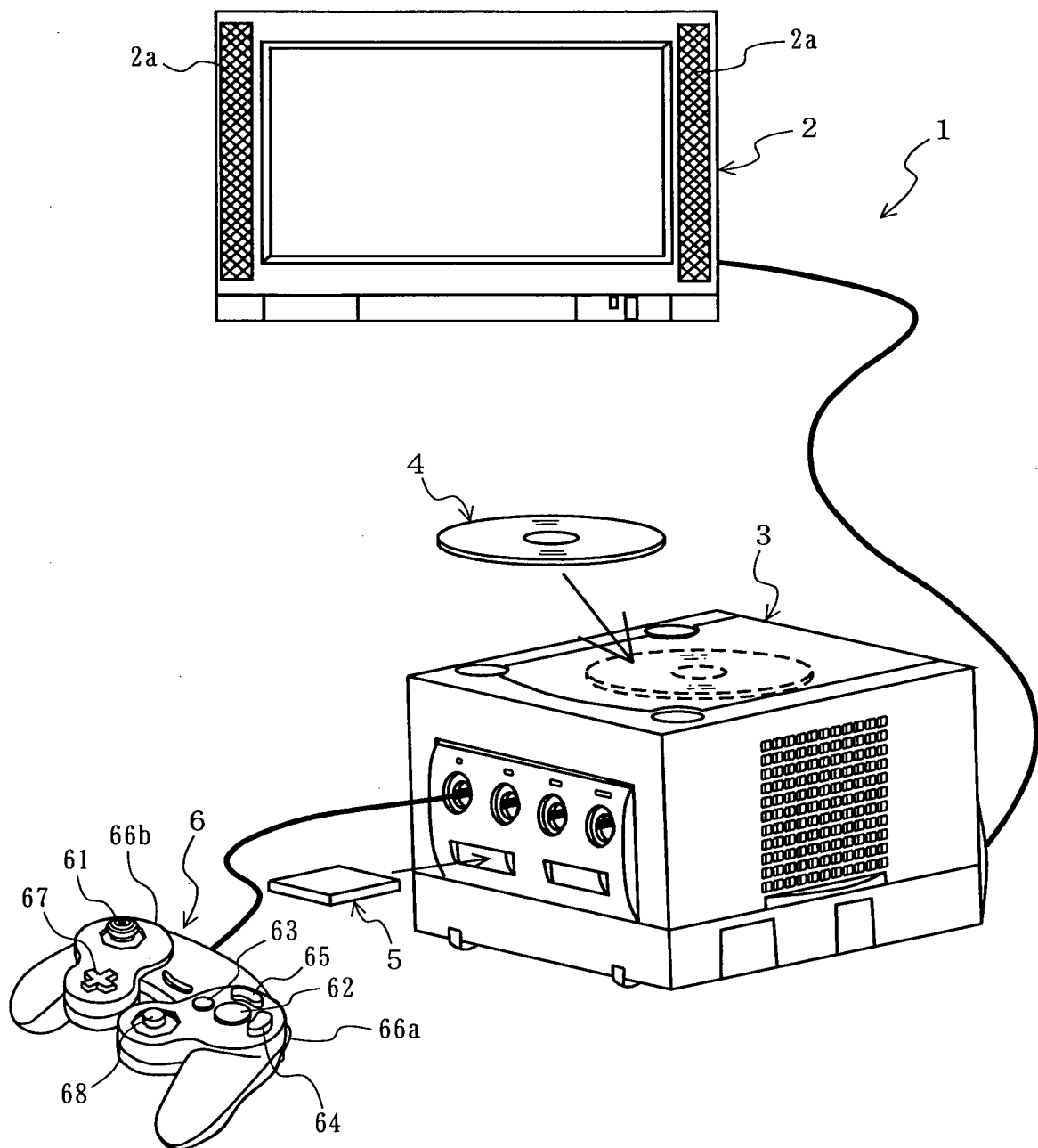


FIG. 2

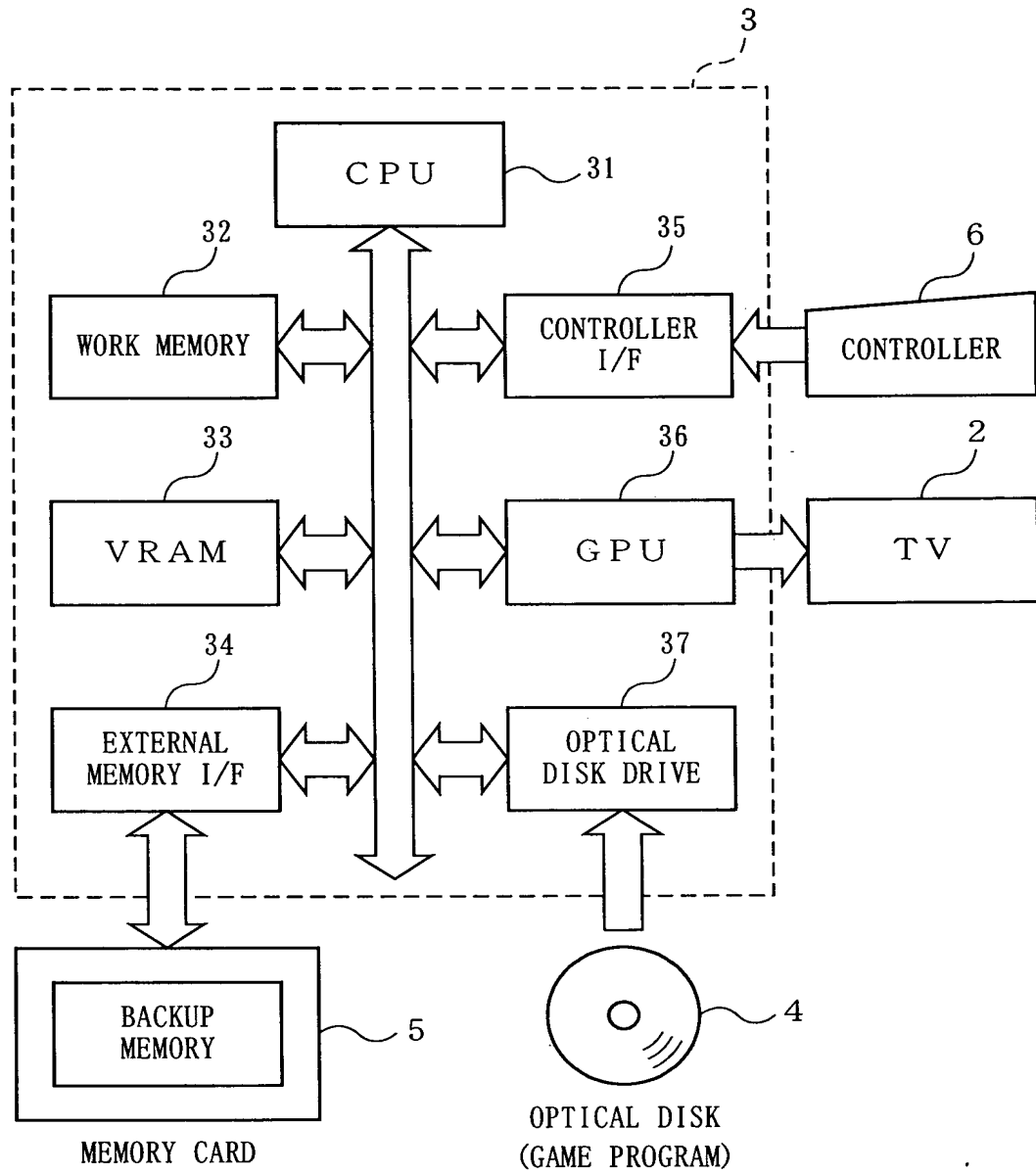


FIG. 3A

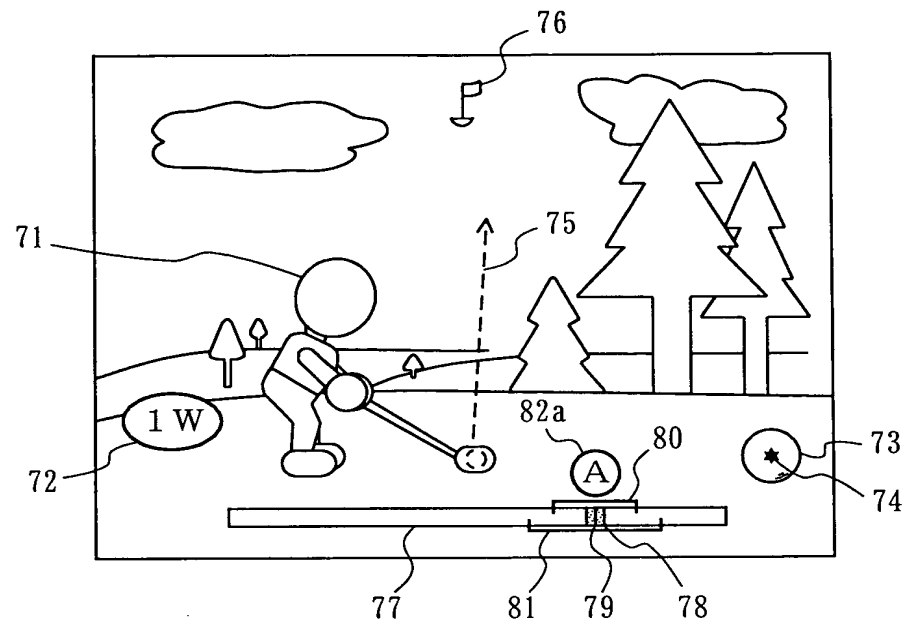


FIG. 3B

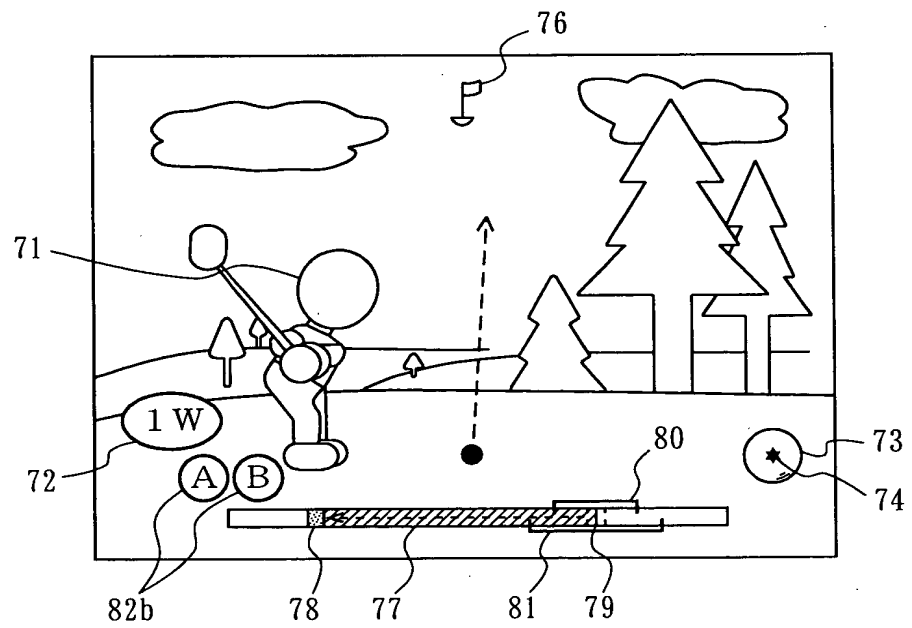


FIG. 4A

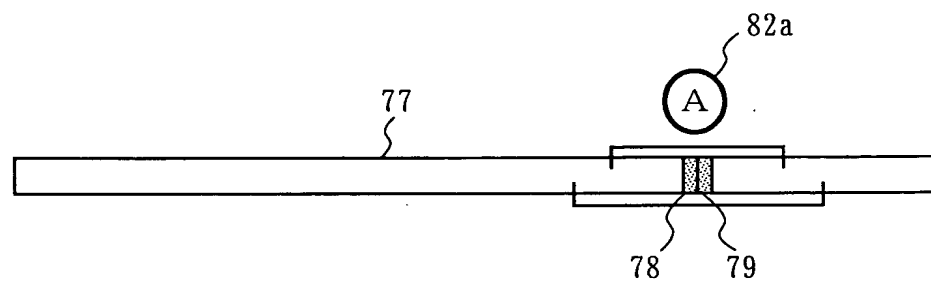


FIG. 4B

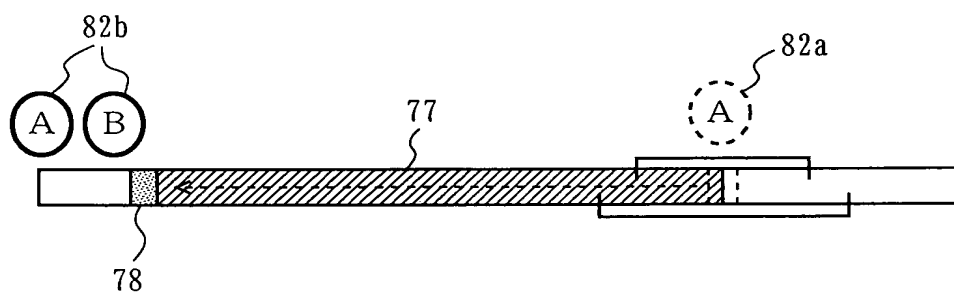


FIG. 4C

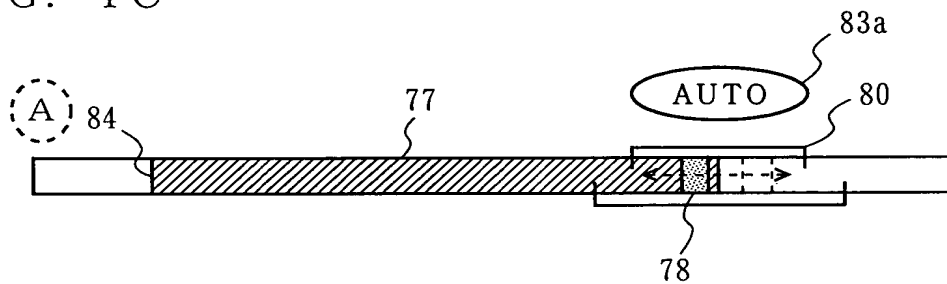


FIG. 4D

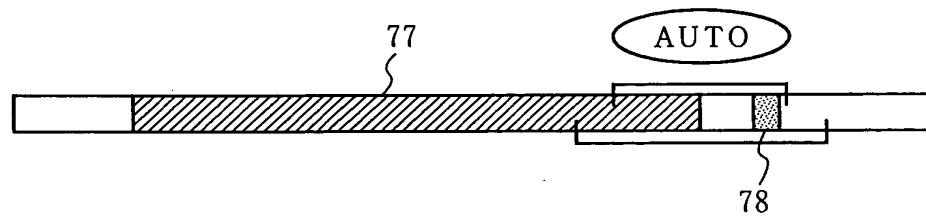


FIG. 5A

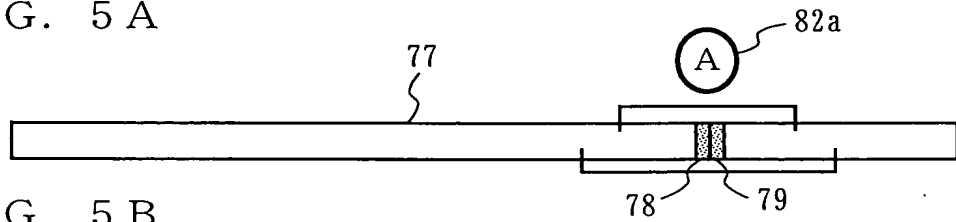


FIG. 5B

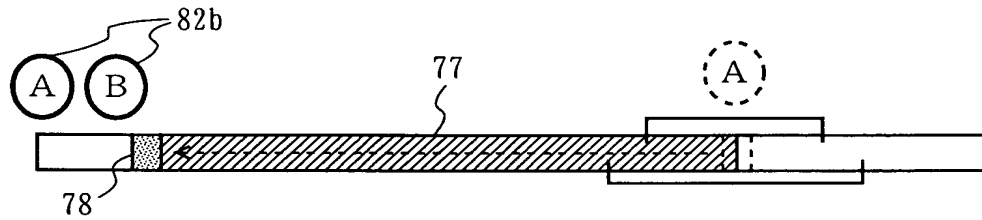


FIG. 5C

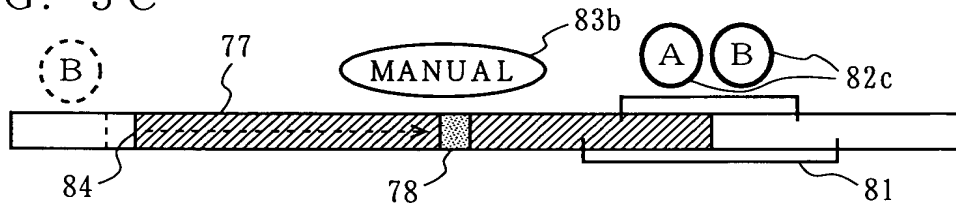


FIG. 5D

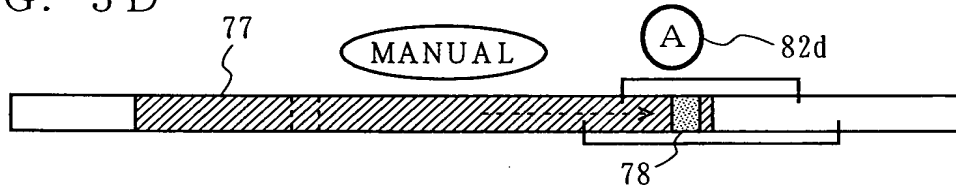


FIG. 5E

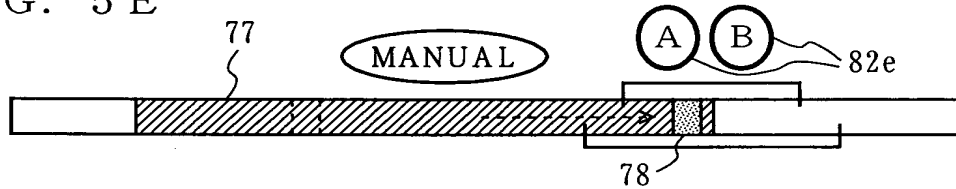


FIG. 5F

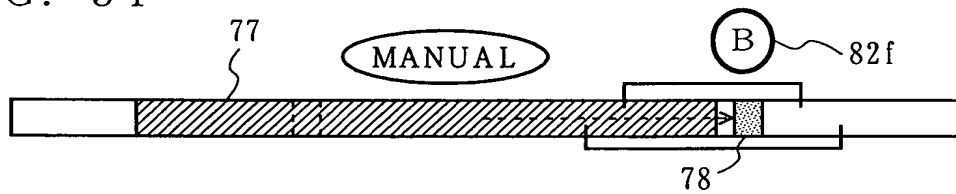


FIG. 5G

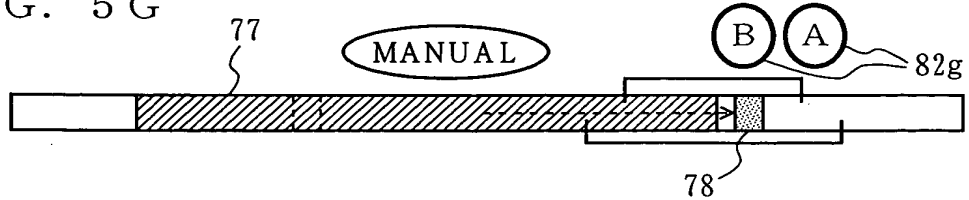


FIG. 6

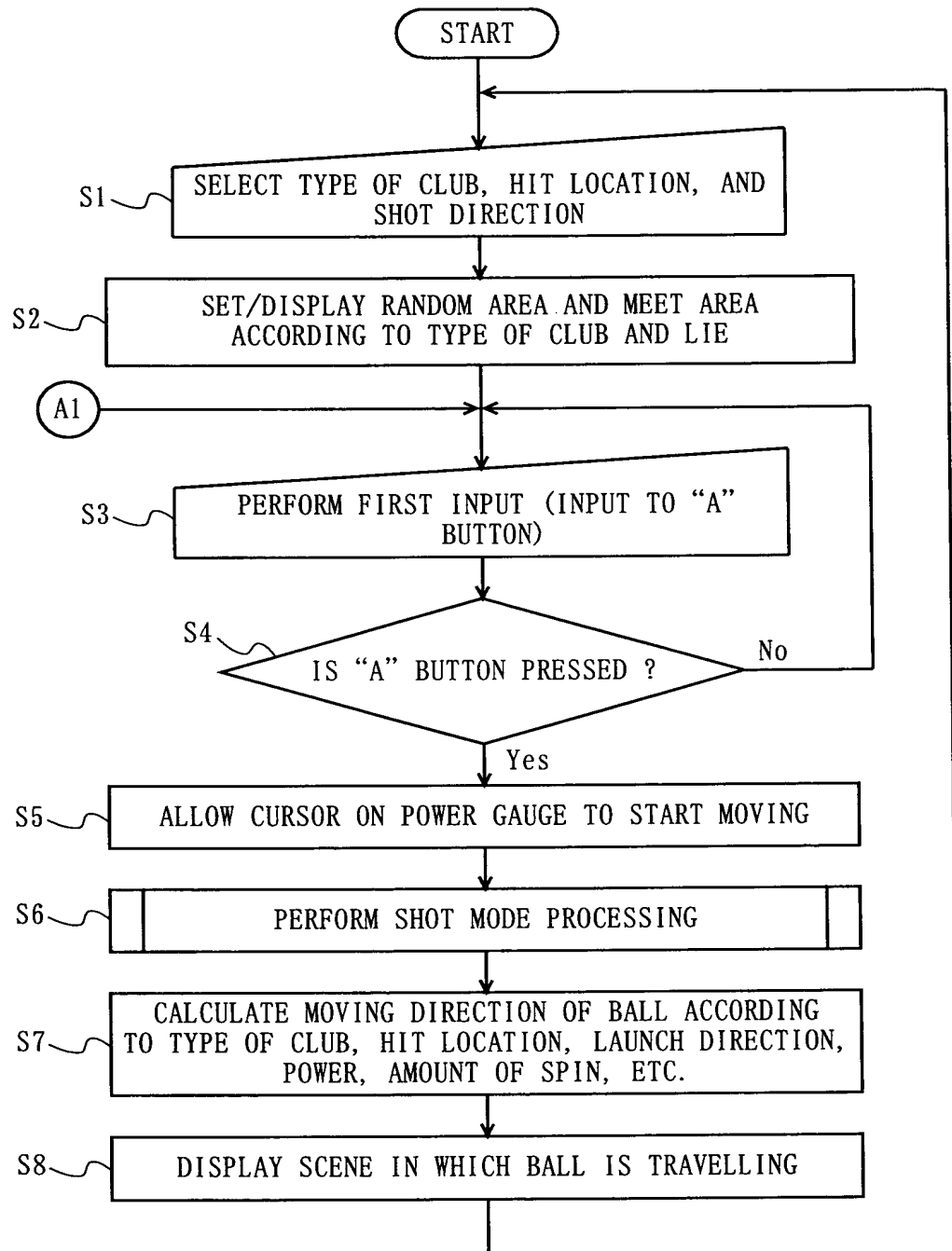


FIG. 7A

85

TYPE OF CLUB	BASIC MEET AREA	BASIC RANDOM AREA
CLUB A	MEET AREA A	RANDOM AREA A
CLUB B	MEET AREA B	RANDOM AREA C
CLUB C	MEET AREA C	RANDOM AREA C
⋮	⋮	⋮

FIG. 7B

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LIE	COEFFICIENT
FAIRWAY A	100%
FAIRWAY B	90%
FAIRWAY C	80%
ROUGH A	60%
ROUGH B	50%
BUNKER A	90%
BUNKER B	60%
⋮	⋮

FIG. 8

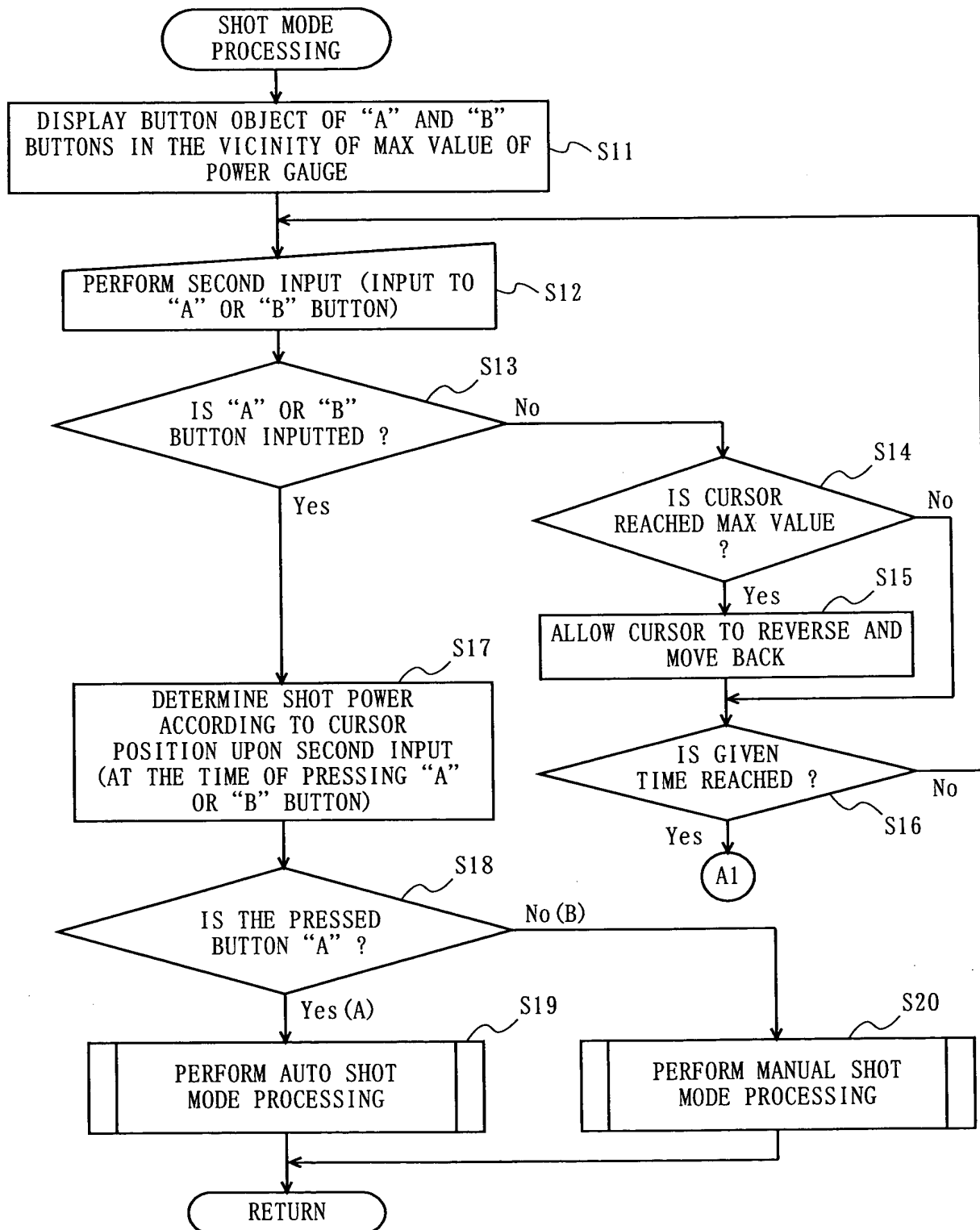




FIG. 9

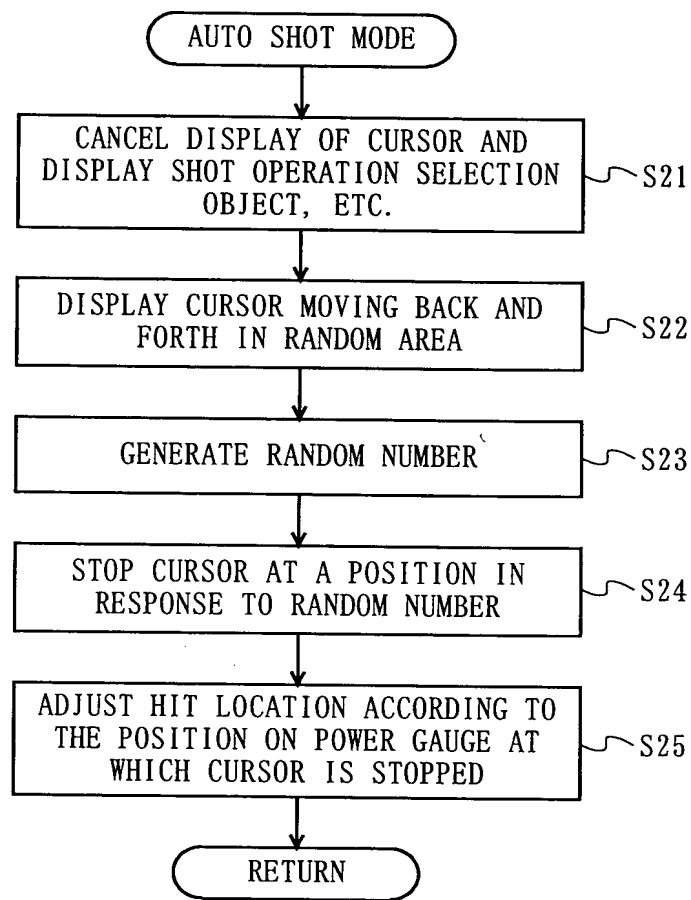


FIG. 10

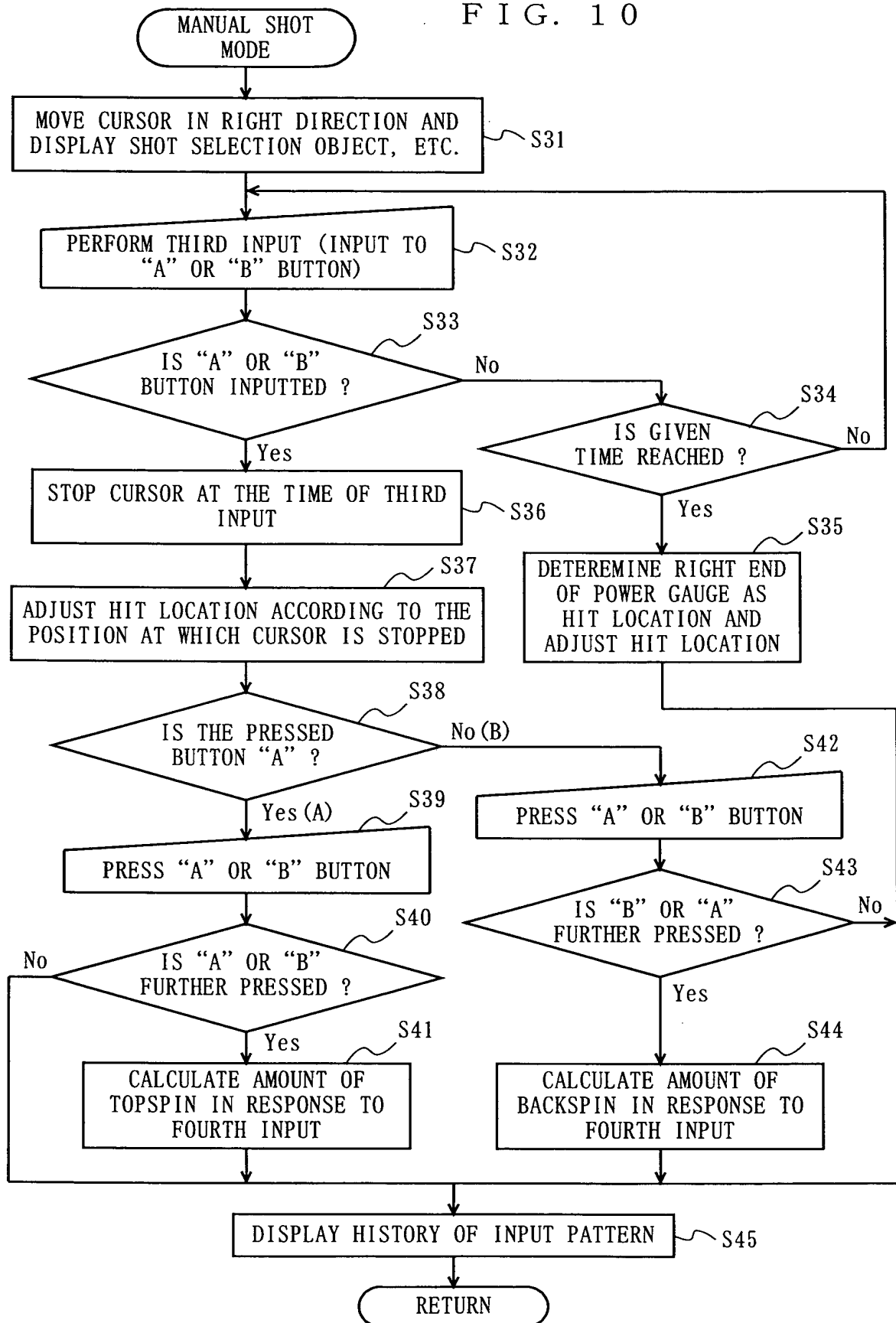
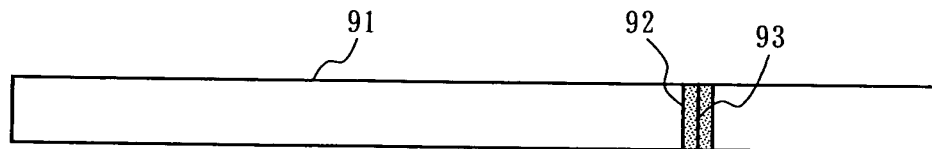
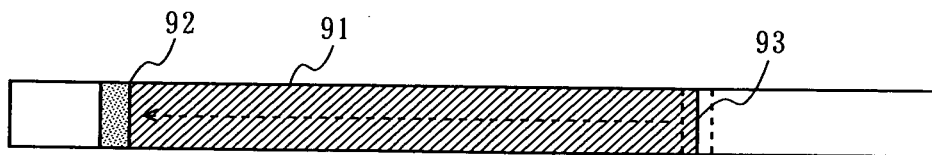


FIG. 11A PRIOR ART



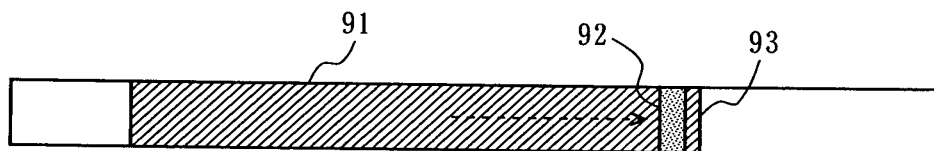
REFERENCE POSITION  
(BEFORE CURSOR  
STARTS MOVING)

FIG. 11B PRIOR ART



FIRST POSITION  
(DETERMINATION OF  
POWER)

FIG. 11C PRIOR ART



SECOND POSITION  
(DETERMINATION OF HIT  
LOCATION)